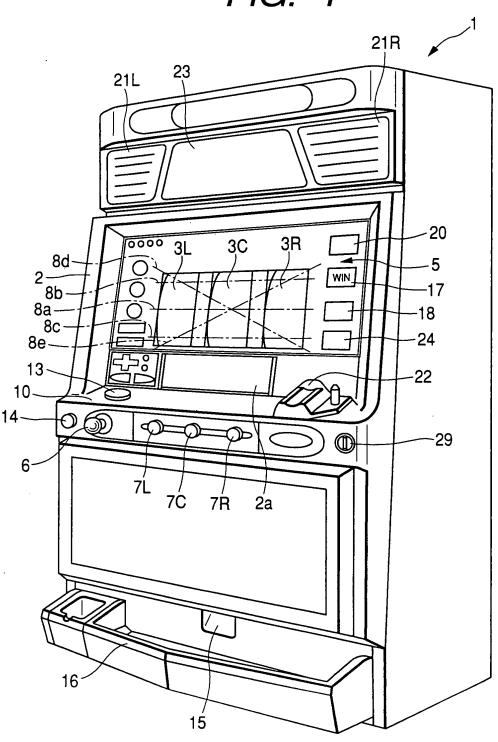
# ANNOTATED MARKED OF DRAWING



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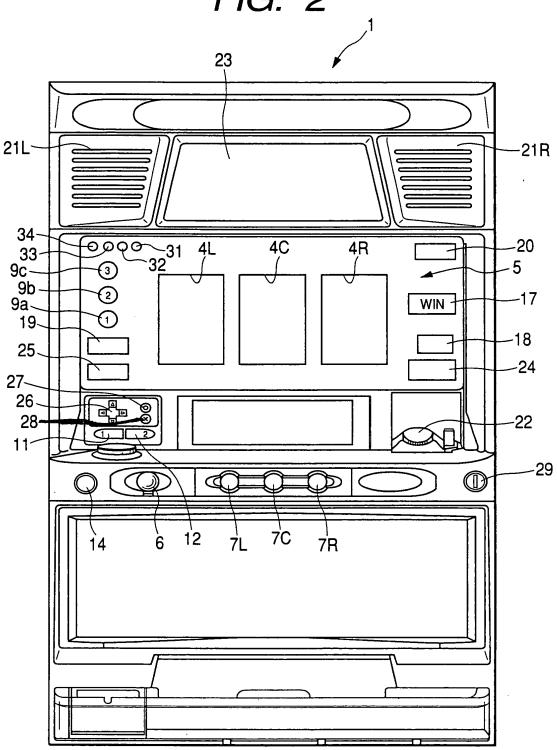
FIG. 1



#### ANNOTATED MARKED-UP DRAWNS

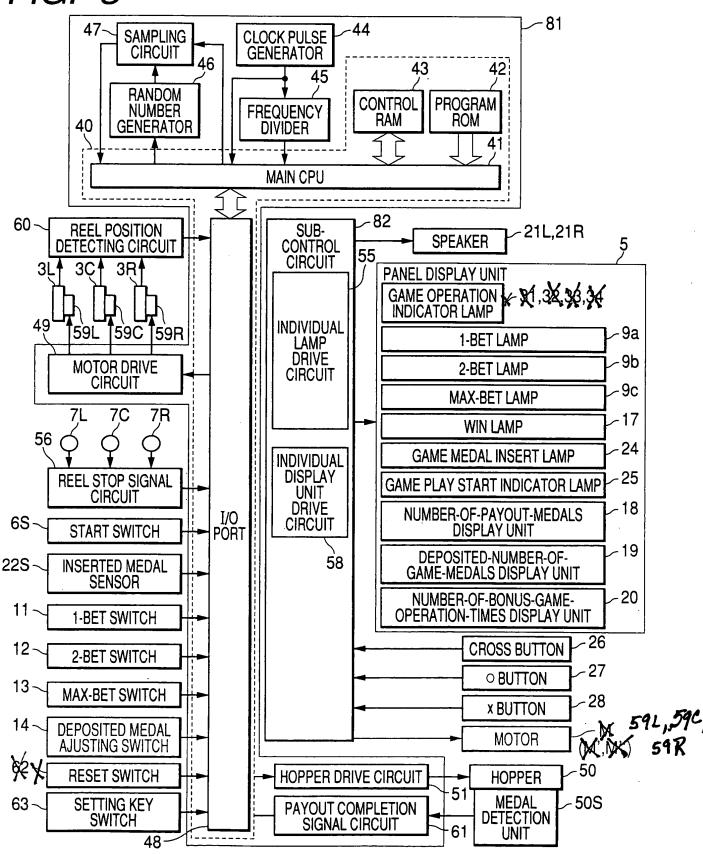






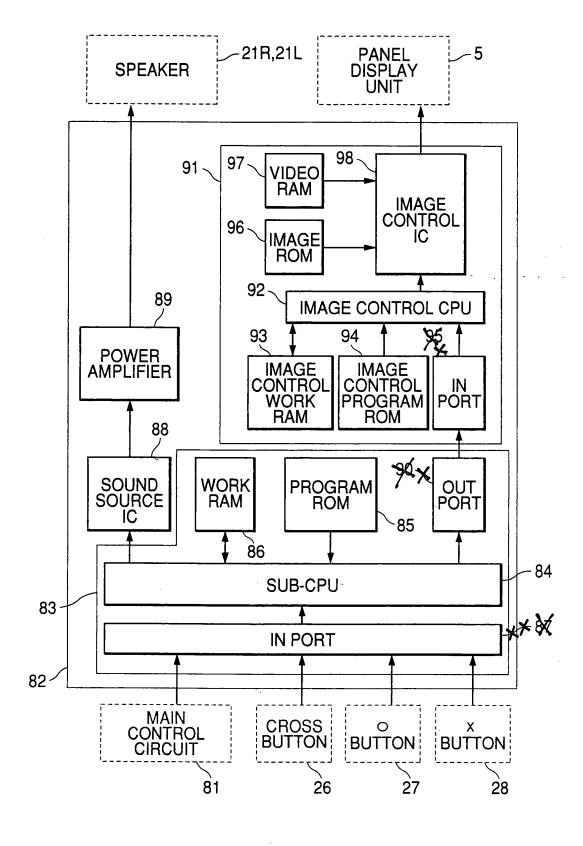
# ANNOTATED MARKED- UP BRAWING 3/37





#### ANNOTATED MARKED- WP DRAWING

4)98 4/37 FIG. 4



# ANNOTHTED MARKED- UP BRAWING

# 5>38 5/37

# FIG. 5

				/ <b>`</b>		
		LEFT REEL	(	CENTER REE	L	RIGHT REEL
	00	RED 7	00	RED 7	00	RED 7
	01	CHERRY	01	PLUM	01	BELL
	02	BLUE 7	02	REPLAY	02	REPLAY
	03	BELL	03	BELL	03	BAR
	04	REPLAY	04	CHERRY	04	PLUM
1	05	RED 7	05	REPLAY	05	BELL
	06	CHERRY	06	CHERRY	06	REPLAY
	07	BLUE 7	07	BELL	07	CHERRY
	08	BELL	08	BAR	08	BLUE 7
	09	REPLAY	09	CHERRY	09	CHERRY
	10	PLUM	10	REPLAY	10	BELL
	11	BELL	11	BELL	11	REPLAY
	12	REPLAY	12	BLUE 7	12	CHERRY
	13	BAR	13	REPLAY	13	PLUM
<b> </b>	14	RED 7	14	CHERRY	14	BELL
•	15	BELL	15	BELL	15	REPLAY
	16	PLUM	16	BAR	16	CHERRY
	17	REPLAY	17	PLUM	17	BLUE 7
	18	PLUM	18	REPLAY	18	BELL
	19	BELL	19	BELL	19	REPLAY
	20	REPLAY	20	CHERRY	20	CHERRY
			•			

#### AUNOTATED MARKED- UP DRAWNOG

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# FIG. 6

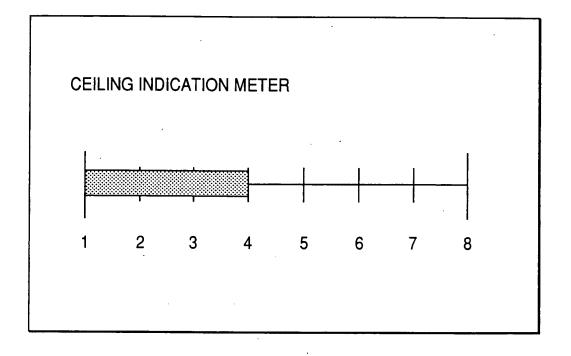
PRIZES AND NUMBERS OF PAID-OUT MEDALS CORRESPONDING TO WINNING SYMBOL COMBINATIONS IN EACH GAME STATE

SYMBOL COMBINATION	GENERAL GAME STATE	GENERAL GAME STATE IN BB	RB GAME STATE
RED 7-RED 7-RED 7	BB, 15 MEDALS	I	
BLUE 7-BLUE 7-BLUE 7	BB, 15 MEDALS	1	ı
BAR-BAR-BAR	RB, 15 MEDALS	1	1
BELL-BELL-BELL	MINOR PRIZE OF BELL, 15 MEDALS	MINOR PRIZE OF BELL, 15 MEDALS	1
PLUM-PLUM-PLUM	MINOR PRIZE OF PLUM, SIX MEDALS	MINOR PRIZE OF PLUM, SIX MEDALS	I
REPLAY-REPLAY-REPLAY	REPLAY, 0 MEDAL	RB (JAC IN), 15 MEDALS	PRIZE, 15 MEDALS
CHERRY-ANY-ANY	MINOR PRIZE OF CHERRY, TWO OR FOUR MEDALS	MINOR PRIZE OF CHERRY, TWO OR FOUR MEDALS	1

#### ANNOTATED MARKED-UP DRAWING

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FIG. 7



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FIG. 8A

IMAGE FOR NOTIFYING PLAYER THAT PLAYER IS TO OPERATE LEFT STOP BUTTON

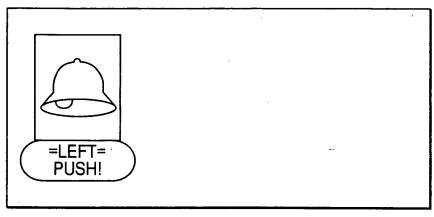


FIG. 8B

IMAGE FOR NOTIFYING PLAYER THAT PLAYER IS TO OPERATE RIGHT STOP BUTTON

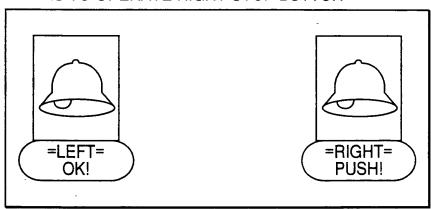
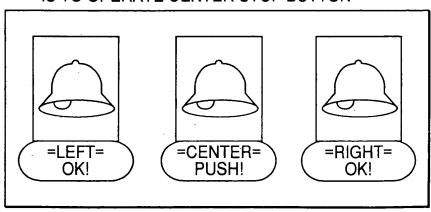


FIG. 8C

IMAGE FOR NOTIFYING PLAYER THAT PLAYER IS TO OPERATE CENTER STOP BUTTON



#### PUNOTATED MARKED - LEP BRANING

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### FIG. 9A

# PROBABILITY LOTTERY TABLE USED IN ORDINARY GAME STATE (RANDOM NUMBER EXTRACTION RANGE: 0—16383)

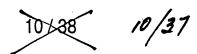
WINNING GAME PRIZE PROBABILITY	ACCEPTED RANDOM NUMBER RANGE BET COUNT=3	INTERNAL WINNING
BB	0 TO 54	55/16384
RB	55 TO 82	28/16384
REPLY	83 TO 2327	2245/16384
SMALL PRIZE OF BELL	2328 TO 10919	8592/16384
SMALL PRIZE OF PLUM	10920 TO 10973	54/16384
SMALL PRIZE OF CHERRY	10974 TO 11036	63/16384

### FIG. 9B

# PROBABILITY LOTTERY TABLE USED IN ORDINARY GAME STATE IN BB (RANDOM NUMBER EXTRACTION RANGE: 0—16383)

WINNING GAME PRIZE PROBABILITY	ACCEPTED RANDOM NUMBER RANGE BET COUNT=3	INTERNAL WINNING
BB	— то —	0/16384
RB	— TO —	0/16384
REPLY (RB IN BB)	0 TO 4199	4200/16384
SMALL PRIZE OF BELL	4200 TO 14499	10300/16384
SMALL PRIZE OF PLUM	14500 TO 16319	1820/16384
SMALL PRIZE OF CHERRY	— то —	0/16384

#### PANOTHIED MARKED-UP DRADING



#### FIG. 10

# STOP CONTROL TABLE NUMBER SELECTION TABLE (RANDOM NUMBER EXTRACTION RANGE: 0—255)

TABLE NO.	ACCEPTED RANDOM NUMBER RANGE BET COUNT=3	SELECTION PROBABILITY
NO.1	0 TO 42	43/256
NO.2	43 TO 85	43/256
NO.3	86 TO 128	43/256
NO.4	129 TO 171	43/256
NO.5	172 TO 213	42/256
NO.6	214 TO 255	42/256

#### ANDOTATED MARKED-UP BRANING

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FIG. 11

RELATIONSHIP AMONG TABLE NUMBERS, STOP ORDERS, AND COMPLETION/INCOMPLETION OF WINNING GAME OF SMALL PRIZE OF BELL

	,	Ţ		· · · · · · · · · · · · · · · · · · ·	<del></del>		<del></del>
	9	IINCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	COMPLETE
	5	INCOMPLETE	INCOMPLETE INCOMPLETE	INCOMPLETE	INCOMPLETE	COMPLETE	INCOMPLETE
TABLE NUMBER	4	INCOMPLETE	INCOMPLETE	INCOMPLETE	COMPLETE	INCOMPLETE	INCOMPLETE
TABLE	က	INCOMPLETE INCOMPLETE	INCOMPLETE	COMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
	5	INCOMPLETE	COMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
	-	COMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
		LEFT CENTER RIGHT	LEFT RIGHT CENTER	CENTER LEFT RIGHT	CENTER RIGHT LEFT	RIGHT LEFT CENTER	RIGHT CENTER LEFT
		STOP					

#### ANNOTATED MARKED-UP BRAWING

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FIG. 12

# WINNING STOP CONTROL TABLE (INTERNAL WINNING COMBINATION: SMALL PRIZE OF BELL)

(INTERNAL WINNING COMBINATION, SMALL PRIZE OF BELL)						
LEFT REEL		CENTE	R REEL	RIGHT REEL		
STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION	
00	19	00	19	00	18 .	
01	19	01	19	01	01	
02	19	02	19	02	01	
03	03	03	03	03	01	
04	03	04	03	04	01	
05	03	05	03	05	05	
06	03	06	03	06	05	
07	03	07	. 07	07	05	
08	08	08	07	08	05	
09	08	09	07	09	05	
10	08	10	07	10	10	
11	11	11	11	11	10	
12	11	12	11	12	10	
13	11	13	11	13	10	
14	11	14	11	14	14	
15	15	15	15	15	14	
16	15	16	15	16	14	
17	15	17	15	· 17	14	
18	15	18	15	18	18	
19	19	19	19	19	18	
20	19	20	19	20	18	

#### ANNOTATED MARKED -KP BRAWINS

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FIG. 13

# FORWARD PUSH, CENTER PUSH LOSING STOP CONTROL TABLE (INTERNAL WINNING COMBINATION: SMALL PRIZE OF BELL)

LEFT REEL		CENTER REEL		RIGHT REEL	
STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION
00	19	00	19	00	19
01	19	01	19	01	19
02	19	02	19	02	02
03	03	03	03	03	02
04	03	04	03	04	02
05	03	05	03	05	02
06	03	06	03	06	06
07	03	07	07	07	06
08	08	08	07	08	06
09	08	09	07	09	06
10	08	10	07	10	06
11	11	11	11	11	11
12	11	12	11	12	11
13	11	13	11	13	11
14	11	14	11	14	11
15	15	15	15	15	15
16	15	16	15	16	15
17	15	17	15	17	15
18	15	18	15	18	15
19	19	19	19	19	19
20	19	20	19	20	19

#### ANNOTATED MARKED - UP BRADING

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#### FIG. 14

# REVERSE PUSH LOSING STOP CONTROL TABLE (INTERNAL WINNING COMBINATION: SMALL PRIZE OF BELL)

LEFT REEL		CENTE	R REEL	RIGHT REEL	
STOP OPERATION POSITION	STOP	STOP OPERATION POSITION	STOP	STOP OPERATION POSITION	STOP CONTROL POSITION
00	20	00	19	00	18
01	20	01	19	01	01
02	20	02	19	02	01
03	20	03	03	03	01
04	04	04	03	04	01
05	04	05	03	05	05
06	04	06	03	. 06	05
07	04	07	07	07	05
08	04	08	07	08	05
09	09	09	07	09	05
10	09	10	07	10	10
11	09	11	11	11	10
12	12	12	11	12	10
13	12	13	11	13	10
14	.12	14	11	14	14
15	12	15	15	15	14
16	12	16	<sub>.</sub> 15	16	14
17	17	17	15	17	14
18	17	18	15	18	18
19	17	19	19	19	18
20	20	20	19	20	18

#### ANNOTATED MARKED - UP GRANIAG

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### FIG. 15A

# CEILING-NUMBER-OF-AT-TIMES SELECTION TABLE

NUMBER OF TIMES	LOTTERY VALUE
1	2356
2	1512
5	196
10	28
30	4

### FIG. 15B

#### AT ACTIVATION LOTTERY TABLE

	LOTTERY VALUE
ACTIVATION	32
CONCEALMENT	224

# ANNOTATED MARKED- LAP BRANING

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FIG. 16A

# CEILING ACTIVATION VALUE SELECTION TABLE

NUMBER OF MEDALS	LOTTERY VALUE
1200	64
1500	128
1800	64

# FIG. 16B

#### **CEILING METER SHIFT SELECTION TABLE**

		1200 MEDALS	1500 MEDALS	1800 MEDALS
CEILING METER LEVEL	LEVEL 1	150	188	225
	LEVEL 2	300	375	450
	LEVEL 3	450	563	675
	LEVEL 4	600	750	900
	LEVEL 5	750	938	1125
	LEVEL 6	900	1125	1350
	LEVEL 7	1050	1313	1575
	LEVEL 8	1200	1500	1800

# ANNOTATED MARKED-UP BRAWING

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# FIG. 17

#### START COMMAND

	START COMMAND	
1	INTERNAL WINNING COMBINATION	
	BB	
	RB	
-	REPLAY	
2	BELL	
2	PLUM	
	CHERRY	
	BLANK	
•		
3	GAMING STATE	
	DURING ORDINARY GAME	
	DURING INTERNAL WINNING OF BB	
·	DURING INTERNAL WINNING OF RB	
4	DURING BB OPERATION	
7	DURING RB OPERATION	
	<del></del>	
5	STOP CONTROL TABLE	
	TABLE NO.1	
	TABLE NO.2	
	TABLE NO.3	
6	TABLE NO.4	
	TABLE NO.5	
	TABLE NO.6	
	<u>—</u>	
	<del></del>	

#### **BB EXIT COMMAND**

1	OPERATION AT BB EXIT TIME
	GAME REPLAY ENABLE
	ADJUSTMENT OPERATION
	PLAY OUT OPERATION
2	_
2	
:	

# AUNOTATED MARKED-LP DRAWNS 18/38 18/37

# FIG. 18

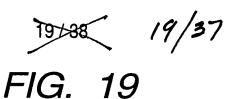
#### WINNING GAME COMMAND

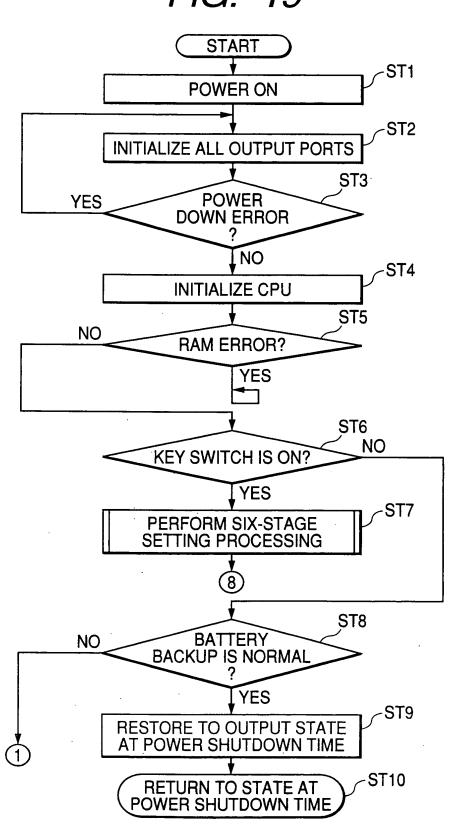
1 WINNING GAME BB RB REPLAY BELL PLUM CHERRY BLANK —— 3 GAME STATE DURING ORDINARY GAME DURING INTERNAL WINNING OF BB DURING INTERNAL WINNING OF RB DURING RB OPERATION DURING RB OPERATION ————— 5 WINNING GAME LINE CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT FALL TO RIGHT ————————————————————————————————————	WINNING GAME COMMAND		
RB REPLAY  BELL PLUM CHERRY BLANK   3 GAME STATE  DURING ORDINARY GAME DURING INTERNAL WINNING OF BB DURING INTERNAL WINNING OF RB DURING BB OPERATION DURING RB OPERATION 5 WINNING GAME LINE CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT	1	WINNING GAME	
REPLAY  BELL  PLUM  CHERRY  BLANK    3 GAME STATE  DURING ORDINARY GAME  DURING INTERNAL WINNING OF BB  DURING INTERNAL WINNING OF RB  DURING BB OPERATION  DURING RB OPERATION   5 WINNING GAME LINE  CENTER STAGE  UPPER STAGE  LOWER STAGE  RISE TO RIGHT		BB	
BELL PLUM CHERRY BLANK  3 GAME STATE DURING ORDINARY GAME DURING INTERNAL WINNING OF BB DURING INTERNAL WINNING OF RB DURING BB OPERATION DURING RB OPERATION 5 WINNING GAME LINE CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT		RB	
PLUM CHERRY BLANK  3 GAME STATE DURING ORDINARY GAME DURING INTERNAL WINNING OF BB DURING INTERNAL WINNING OF RB DURING BB OPERATION DURING RB OPERATION 5 WINNING GAME LINE CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT		REPLAY	
PLUM CHERRY BLANK  — 3 GAME STATE DURING ORDINARY GAME DURING INTERNAL WINNING OF BB DURING INTERNAL WINNING OF RB DURING BB OPERATION DURING RB OPERATION — — 5 WINNING GAME LINE CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT	2	BELL	
BLANK  GAME STATE  DURING ORDINARY GAME  DURING INTERNAL WINNING OF BB  DURING INTERNAL WINNING OF RB  DURING BB OPERATION  DURING RB OPERATION  —  5 WINNING GAME LINE  CENTER STAGE  UPPER STAGE  LOWER STAGE  RISE TO RIGHT		PLUM	
3 GAME STATE DURING ORDINARY GAME DURING INTERNAL WINNING OF BB DURING INTERNAL WINNING OF RB DURING BB OPERATION DURING RB OPERATION  5 WINNING GAME LINE CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT		CHERRY	
DURING ORDINARY GAME DURING INTERNAL WINNING OF BB DURING INTERNAL WINNING OF RB DURING BB OPERATION DURING RB OPERATION — — 5 WINNING GAME LINE CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT		BLANK	
DURING ORDINARY GAME DURING INTERNAL WINNING OF BB DURING INTERNAL WINNING OF RB DURING BB OPERATION DURING RB OPERATION — — 5 WINNING GAME LINE CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT		_	
DURING INTERNAL WINNING OF BB DURING INTERNAL WINNING OF RB DURING BB OPERATION DURING RB OPERATION  5 WINNING GAME LINE CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT	3	GAME STATE	
DURING INTERNAL WINNING OF RB  DURING BB OPERATION  DURING RB OPERATION  — — — 5 WINNING GAME LINE  CENTER STAGE  UPPER STAGE  LOWER STAGE  RISE TO RIGHT		DURING ORDINARY GAME	
DURING BB OPERATION DURING RB OPERATION  5 WINNING GAME LINE CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT		DURING INTERNAL WINNING OF BB	
DURING RB OPERATION   5 WINNING GAME LINE  CENTER STAGE  UPPER STAGE  LOWER STAGE  RISE TO RIGHT		DURING INTERNAL WINNING OF RB	
DURING RB OPERATION  — — 5 WINNING GAME LINE CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT	4	DURING BB OPERATION	
CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT	,	DURING RB OPERATION	
CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT		<del></del>	
CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT		_	
CENTER STAGE UPPER STAGE LOWER STAGE RISE TO RIGHT		<del></del>	
UPPER STAGE LOWER STAGE RISE TO RIGHT	5	WINNING GAME LINE	
LOWER STAGE RISE TO RIGHT		CENTER STAGE	
6 RISE TO RIGHT			
0		LOWER STAGE	
	6	RISE TO RIGHT	
<del>-</del>		FALL TO RIGHT	
<del></del>			
<del>_</del>		<del></del>	
		<del></del>	

#### GAME PLAY MEDAL INPUT COMMAND

1	NUMBER OF INPUT MEDALS	
2	ONE	
	TWO	
	THREE	
	_	
	_	
	_	
	<u></u>	

### ANNOTHED MARKED-UP BRAWING

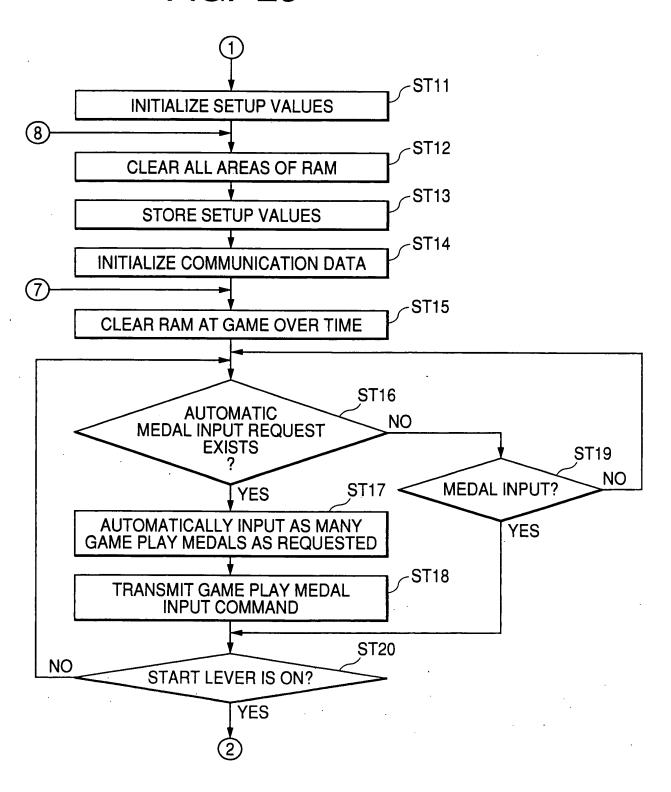




#### ANNOTATED MARKED - UP BRAWING

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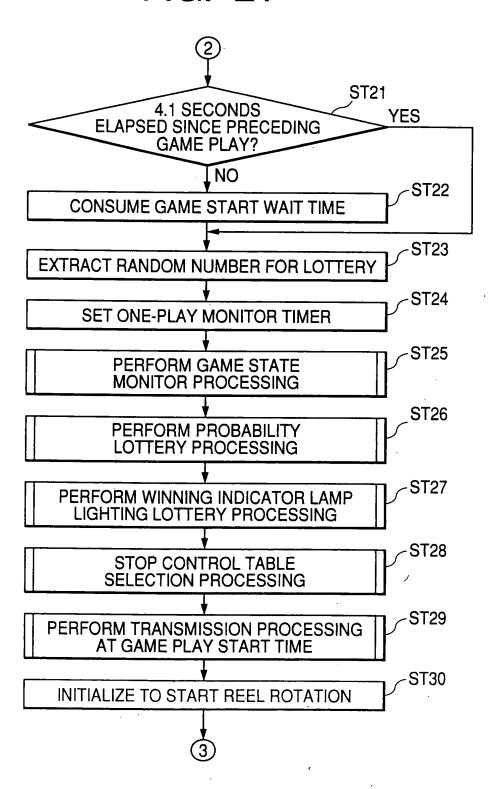
FIG. 20



# ANNOTHTED MARKED- UP DRAWING

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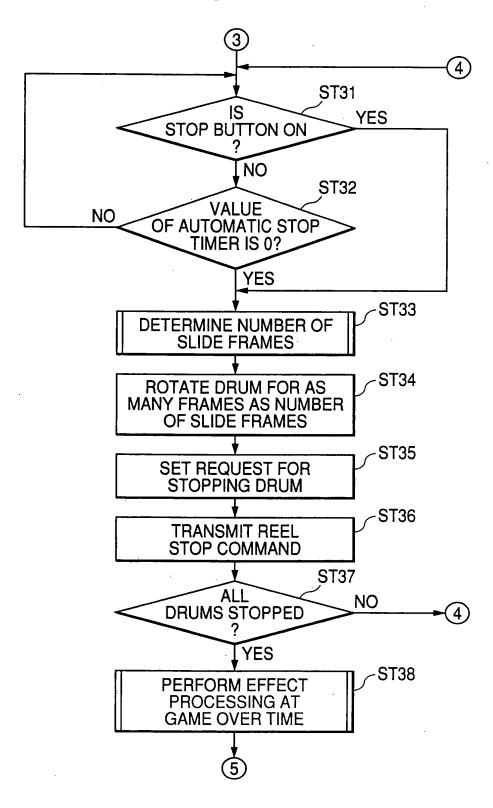
FIG. 21



# AUNOTHTED MARKED - WP BRAWING

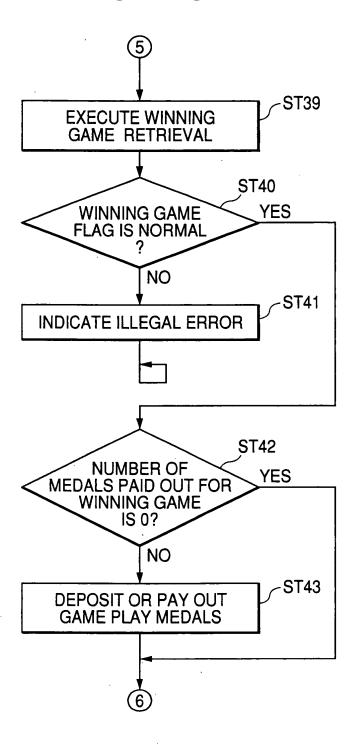
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FIG. 22



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FIG. 23



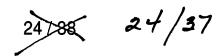
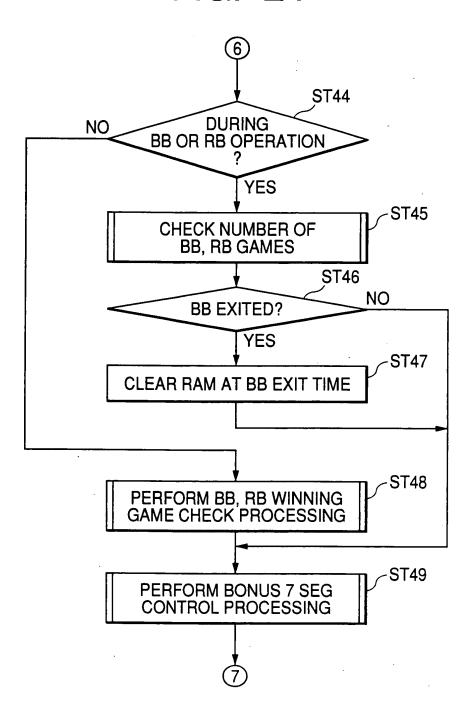


FIG. 24



# ANNOTATED MARKED- KP PRADING

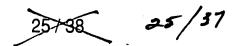
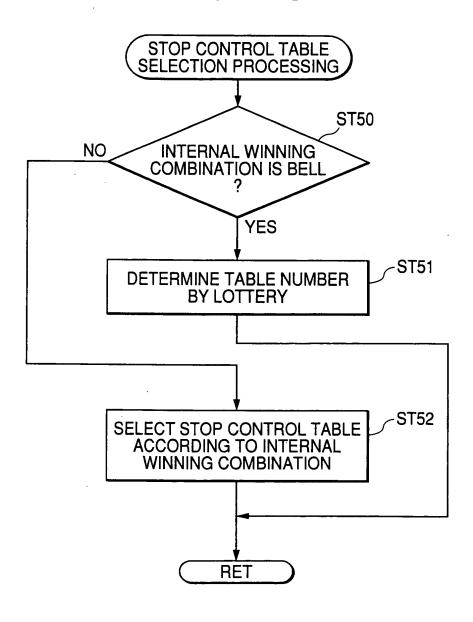


FIG. 25



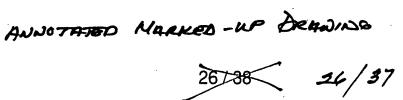
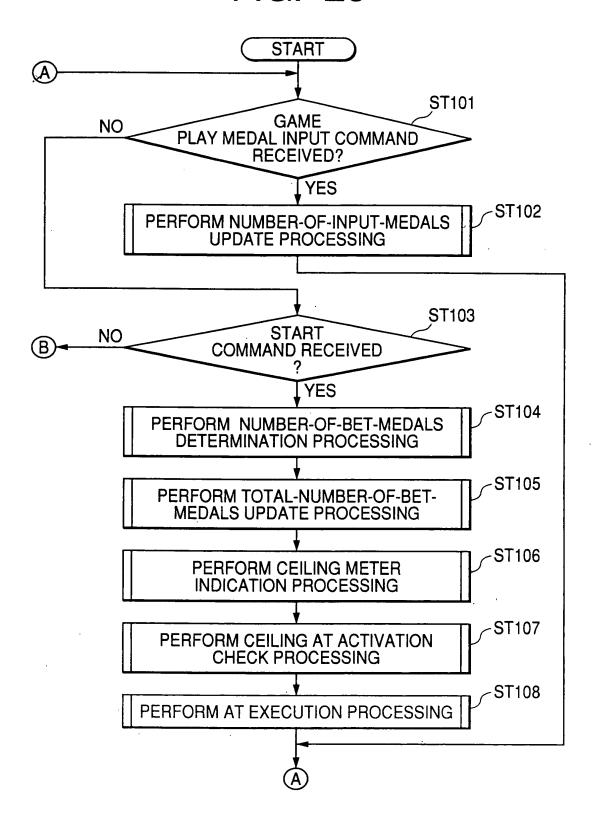


FIG. 26



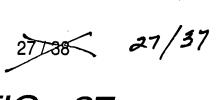
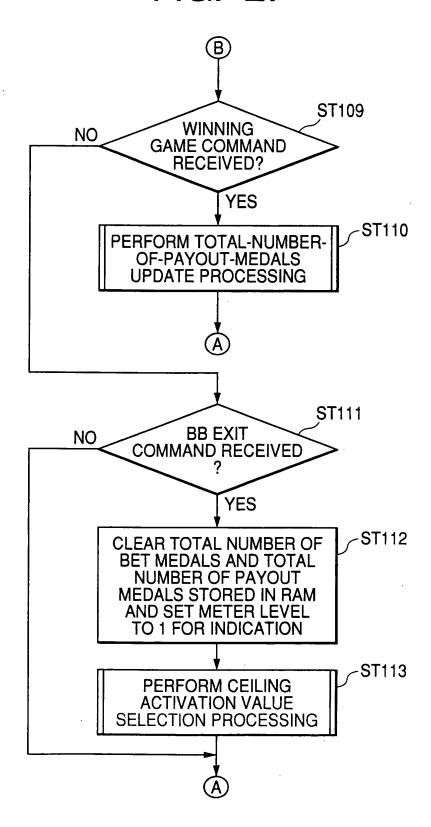
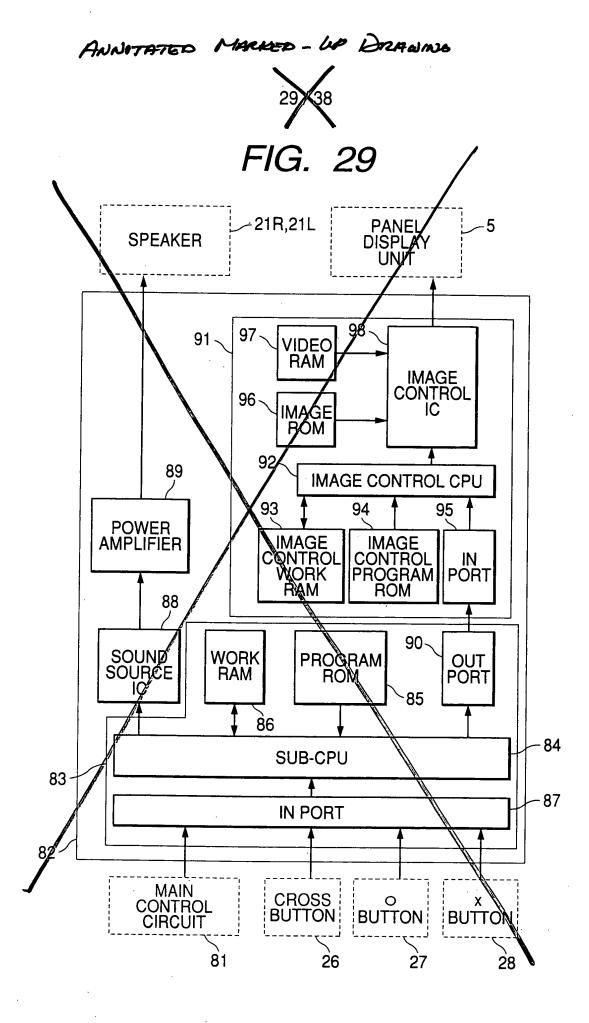


FIG. 27



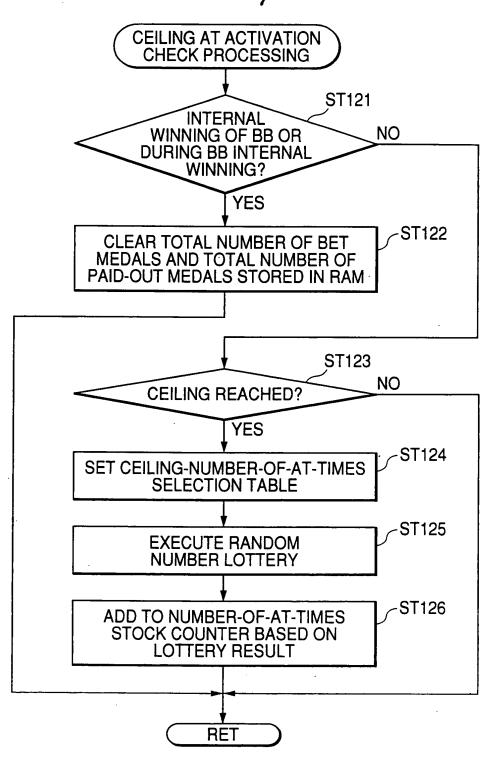
### ANNOTATED MARKED-UP BRAWNS 28/38 28/37 FIG. 28A NUMBER-OF-INPUT-MEDALS UPDATE PROCESSING ST114 STORE TRANSMITTED NUMBER OF INPUT MEDALS IN RAM **RET** FIG. 28B NUMBER-OF-BET-MEDALS DETERMINATION PROCESSING ST115 STORE NUMBER OF INPUT MEDALS STORED IN RAM IN RAM AS NUMBER OF BET MEDALS ON THIS GAME RET FIG. 28C TOTAL-NUMBER-OF-BET-MEDALS **UPDATE PROCESSING** ST116 ADD NUMBER OF BET MEDALS ON THIS GAME STORED IN RAM TO TOTAL NUMBER OF BET MEDALS AND STORE RESULT IN RAM **RET** FIG. 28D TOTAL-NUMBER-OF-PAYOUT-MEDALS **UPDATE PROCESSING** ST117 ADD NUMBER OF MEDALS CORRESPONDING TO WINNING GAME PRIZE TO TOTAL NUMBER OF PAID-OUT MEDALS AND STORE RESULT IN RAM

RET

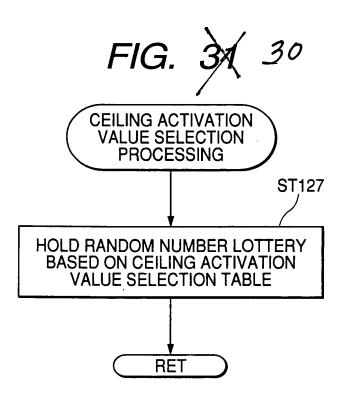


#### ANNOTATED MARKED-UP DEADING

30/38 29/37 FIG. 30 29

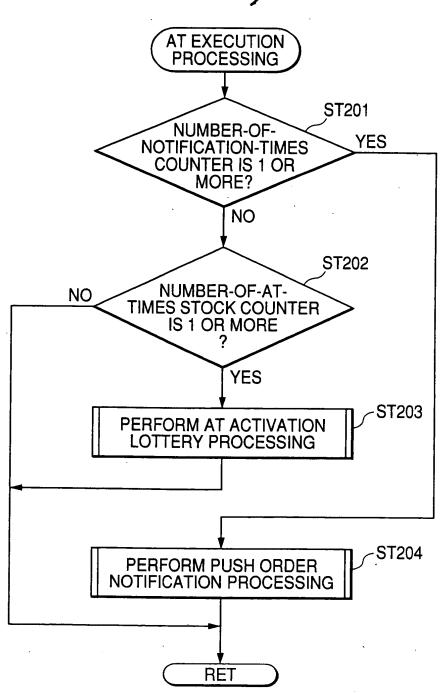


# PARTATED MARKED - UP BRAWING 31/38 30/37



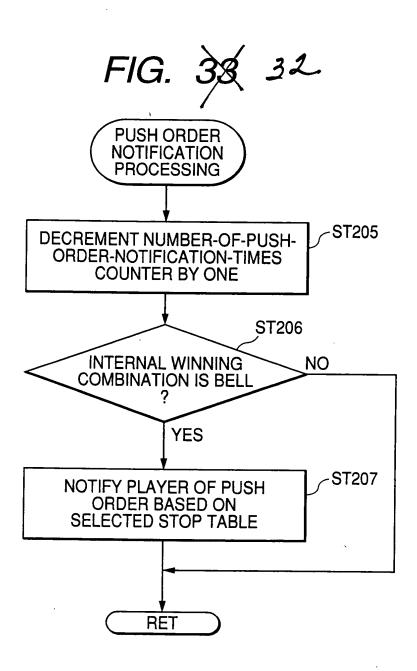
# AUNOTATED HARKED -NP DRAWING 32)88 31/37

FIG. 32 21

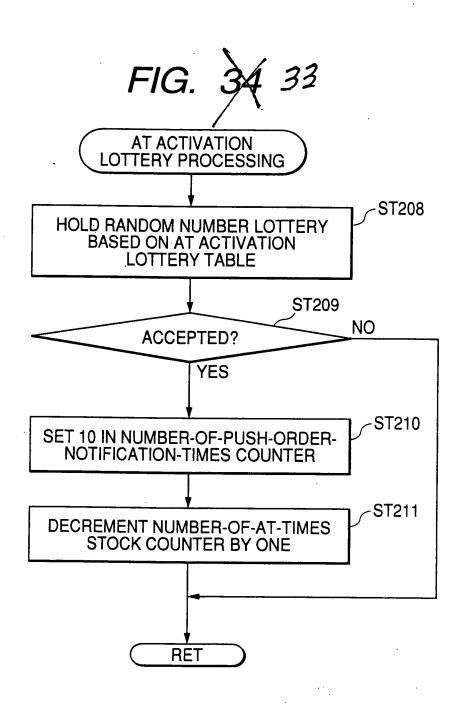


ANNOTATED MARKED- UP DRAWING

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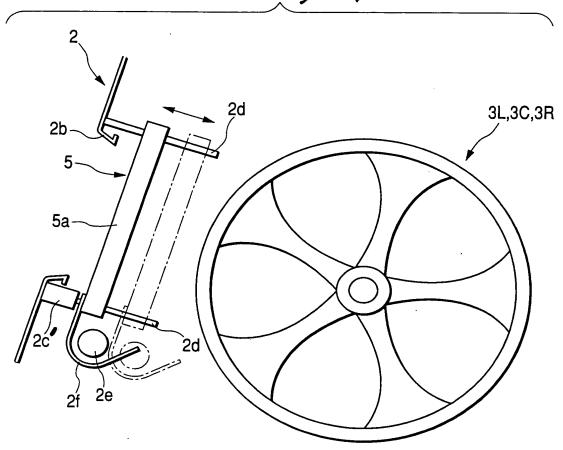
# ANNOTATED MARKED-UP BRAWNS 34/38 33/37



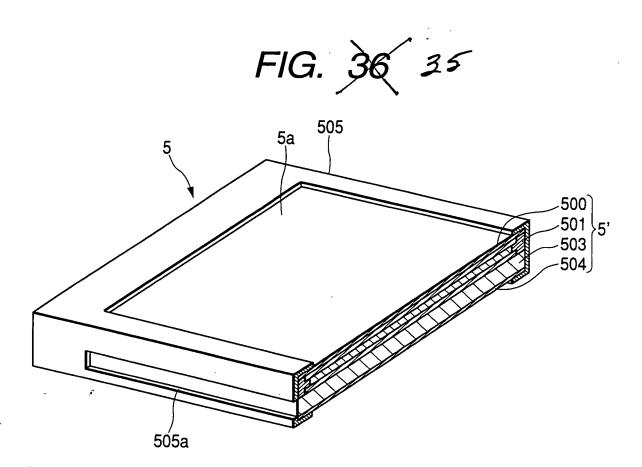
# PRINCIPIED HARRED- NO DRAWING

35/38 34/37

# FIG. 35 34



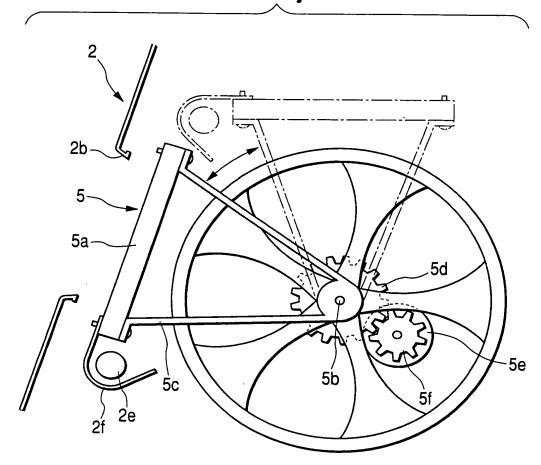
# ANNOTATED MARKED-UP DEADING 36/38 25/37



#### ANNOTHED MARKED- LP BROWING

37+38 36/37

# FIG. 37 36



ANNOTATED MARNED-UP DRAWING

